Turn Order:
1. Command
2. Move
3. Shoot
4. Charge
5. Fight

1. Command:
- 1CP
- **Battleshock Test** for units below half strength – beat Ld on 2D6
- Fail: OC = O – no stratagems – desperate escape to fall back (see 2.)

2. Move:
- **Move** (M" over terrain up to 2" high); **Advance** (M"+D6 – can't shoot or charge); stay still; **Fall Back** (M" out of engagement – can't shoot or charge)
- Falling back through enemy units = **Desperate Escape** – 1 or 2 on D6 = model destroyed
- Monster/vehicle can't move through friendlies
- Fly distance is diagonal from ground to top of terrain/vice versa

Engagement Range:
- 1"/5" vertical – can't shoot/be shot

3. Shoot:
1. **Hit:** D6 beating BS+ (can't be modified by more than +/-1 – always: 6 hits/1 misses)
2. **Wound:** 4+ (S>T 3+; S twice T 2+; S<T 5+; S half T 6+)
3. **Save:** D6 beating Sv+ modified by AP (or choose **Invulnerable**, never modified); +1 if in cover (unless Sv = 3+ and AP = 0)
4. **Deal damage**
- **Mortal wounds:** hit = 1 point of damage, no wound or Sv rolls – this damage spills to other models – deal normal damage before mortal wounds
- Can split model's different weapons to different target units, but not shots from same weapon
- Monsters and vehicles can shoot/be shot by models when engaged (-1 to hit)

4. Charge:
- Move 2D6" towards target (can be unseen) – fails if not into engagement; go base-to-base if possible

5. Fight:
- Opponent goes first (unless **Fight First**)
1. **Pile-in** up to 3" to closest enemy if not already base-to-base
2. **Attack** with one weapon (WS+)
3. **Consolidate** up to 3" to closest enemy/objective

Unit Coherency:
- 2"/5" vertical
- Remove models at end of turn until coherent

Reserves count as having done a normal move on deployment

Wounds allocated first to wounded models in unit – wounds spill, damage doesn't

Deadly Demise: on death, D6=6 = each unit withing 6" takes D6 mortal wounds

Strats = CP

Feel No Pain – D6 greater than FNPx = no wound lost

- **Stealth** = -1 to hit
- **Assault** = advance & shoot
- **Rapid Fire X** = half range = increase attacks by X
- **Twin-Linked** = re-roll wound rolls
- **Pistols** = shoot during engagement
- **Torrent** = auto-hit
- **Lethal Hits** = 6s to hit auto-wound
- **Blast** = +1 attack for every 5 models in target unit
- **Heavy** = +1 to hit rolls if didn't move
- **Hazardous** = after use, test: D6=1 = model destroyed
- **Devastating Wounds** = 6s on wound roll = Mortal Wounds equal to damage
- **Sustained Hits X** = 6s on hit rolls = X additional hits
- **Extra Attacks** = also attack with this; number of attacks can't be modified
- **Anti-Keyword X** = wound roll = X+ = auto-wounds (i.e. ignores SvT)
- **Fight First** = fights first in melee
- **Infiltrators** = set up 9" from enemy deployment zone and units
- **Leader** = use attached unit's toughness; Leader cannot be targeted unless **Precision**
- **Scouts X** = unit makes a normal move before 1st turn; keep 9" from enemy units
- **Deep Strike** = deploy at start of turn 2+ movement phase, 9" from enemy units

- **Command Re-roll:** 1CP – re-roll dice
- **Counter Offensive:** 2CP – after enemy unit has fought, select one of your units to fight next
- **Epic Challenge:** 1CP – In fight phase, Character model in fight phase can target Character model in enemy unit
- **Insane Bravery:** 1CP – auto-pass Battleshock Test
- **Grenade:** 1CP – in shooting phase, Grenades unit can target enemy unit 8" away: 6D6 – 4+ = Mortal Wound
- **Tank Shock:** 1CP – when vehicle has charged enemy unit, pick one melee weapon; roll 1D6 for each S of weapon (if S>enemy T roll another 2D6): 5+ = Mortal Wound (max 6)
- **Rapid Ingress:** 1CP – after opponent moves, bring in a Reserve unit
- **Overwatch:** 1CP – unit within 24" of moving/charging enemy can shoot; hits on 6+; can only use once per turn
- **Go To Ground:** 1CP – after enemy selects shooting targets, chosen unit gains 6+ Invuln and cover (i.e. +1 to save unless ignores cover)
- **Smokescreen:** 1CP – if Smoke unit is targeted, unit has Stealth and cover (i.e. -1 to hit and +1 to save (unless ignores cover))
- **Heroic Intervention:** 2CP – after enemy charge, unit 6" from charger can charge and resolve (no charge bonus)